

IN THE CLAIMS:

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SUM

1. (Currently Amended) A computer-executable method for constructing a plurality of objects comprising the steps of:

providing at least one fragment, wherein a fragment is an object that is a component of an object which is constructed using the fragment;

determining an order for constructing objects based on at least one inclusion relationship between an object and the at least one fragment; and

constructing the plurality of objects based on the at least one inclusion relationship and the determined order for constructing the objects.

2. (Original) The method as recited in claim 1, further comprising the step of determining the at least one inclusion relationship between the at least one fragment and the object.

3. (Original) The method as recited in claim 1, further comprising the step of verifying one of an existence and a currency of a first object referenced by a second object.

4. (Original) The method as recited in claim 3, further comprising the step of delaying publication of the second object in response to the first object being one of non-existent and obsolete.

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5. (Original) The method as recited in claim 1, further comprising the steps of:
examining a plurality of constructed objects; and
rejecting at least one constructed object based on content; and
approving publication of at least one of remaining constructed objects.

6. (Original) The method as recited in claim 1, wherein the objects include Web pages
and further comprising the step of detecting broken hypertext links between Web pages.

7. (Original) The method as recited in claim 1, further comprising the steps of:
detecting changes to the objects; and
automatically updating the objects according to the order.

8. (Currently Amended) A program storage device readable by machine, tangibly
embodying a program of instructions executable by the machine to perform method steps for
constructing a plurality of objects, the method steps comprising:

providing at least one fragment, wherein a fragment is an object that is a component of
an object which is constructed using the fragment;

determining an order for constructing objects based on at least one inclusion
relationship between an object and the at least one fragment; and

constructing the plurality of objects based on the at least one inclusion relationship and
the determined order for constructing the objects.

9. (Original) The program storage device as recited in claim 8, further comprising the step of determining the at least one inclusion relationship between the at least one fragment and the object.

10. (Original) The program storage device as recited in claim 8, further comprising the step of verifying one of an existence and a currency of a first object referenced by a second object.

11. (Original) The program storage device as recited in claim 10, further comprising the step of delaying publication of the second object in response to the first object being one of non-existent and obsolete.

12. (Original) The program storage device as recited in claim 8, further comprising the steps of:

examining a plurality of constructed objects; and

rejecting at least one constructed object based on content; and

approving publication of at least one of remaining constructed objects.

13. (Original) The program storage device as recited in claim 8, wherein the objects include Web pages and further comprising the step of detecting broken hypertext links between Web pages.

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14. (Original) The program storage device as recited in claim 8, further comprising the steps of:

detecting changes to the objects; and

automatically updating the objects according to the order.

15. (Currently Amended) A system for constructing a plurality of objects comprising:
a content authoring system adapted for generating fragments and providing include relationships between the fragments, wherein a fragment is an object that is a component of an object which is constructed using the fragment;

a dependency parser adapted for receiving the fragments and parsing the include relationships;

a dependency analyzer adapted for determining an order for constructing the plurality of objects from the fragments based on the include relationships; and

a constructor adapted for constructing the plurality of objects in the order determined by the dependency analyzer.

16. (Original) The system as recited in claim 15, wherein the dependency analyzer employs object dependence graphs to determine an order for constructing the objects.

17. (Original) The system as recited in claim 15, wherein the content authoring system includes fragments input from at least one of humans, machines and combinations of humans and machines.

18. (Original) The system as recited in claim 15, further comprising a consistency checker for preventing publication of inconsistent objects.

19. (Original) The system as recited in claim 18, wherein the system constructs Web pages and the consistency checker further includes a component for determining broken hypertext links between the Web pages.

20. (Original) The system as recited in claim 15, wherein the constructor includes a page constructor for constructing Web pages from the plurality of objects.

21. (Amended) A computer-executable method for constructing a plurality of objects comprising the steps of:

providing a plurality of fragments, wherein a fragment is an object that is a component of an object which is constructed using the fragment;

determining an order for constructing objects based on at least one inclusion relationship between the plurality of fragments; and

constructing the plurality of objects based on the at least one inclusion relationship and the determined order for constructing the objects.

22. (Original) A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine to perform method steps for constructing a plurality of objects, the method steps comprising:

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providing a plurality of fragments, wherein a fragment is an object that is a component of an object which is constructed using the object;

determining an order for constructing objects based on at least one inclusion relationship between the plurality of fragments; and

constructing the plurality of objects based on the at least one inclusion relationship and the determined order for constructing the objects.